Ilya Puchka

iOS developer

Berlin, Germany

| [Email](#) | [Blog](#) | [GitHub](#) | [Skype](#) | [Facebook](#) |

Education

2004 - 2010 — Bauman Moscow State University, Aircraft control systems engineer
2013 - [Mongo DB for developers](#), [Yet Another Conference](#) (Moscow)
2014 - [{MBLT}Dev](#) (Moscow)
2015 - [UIKonf](#) (Berlin), [WWDC](#) (San Fancisco)

Experience

iOS developer @ [Wire](#), Berlin

April'15 - current time

As a member of synchronization framework team I worked on new product features like group calling, phone number registration and many others, using TDD, code review and pair programming practices. Among main technologies I worked with are Core Data, Swift, Protocol Buffers, Carthage, CI with Xcode Bots. Also I was taking part in technical interviews.

Senior iOS Developer @ [Rambler&Co](#), Moscow

May'14 - April'15

In Rambler I worked as senior iOS developer but actually I was also leading our team which started from 4 developers and grew up to 10 developers. I advocated such practices as code review, common code style among projects, developers meetups, technologies like [Typhoon framework](#), architecture designe with SOLID principles. At the same time I was supporting number of applications and took the main role in developing [Afisha Restaurants](#) app.

iOS Developer @ target@Mail.Ru, [Mail.RU Group](#), Moscow

September'13 - May'14

In target@Mail.Ru I worked on iOS framework for mobile in-house ads network. I developed components that used javascript and web views to render ads and separate scalable components to build native ads on top of them. Framework was successfully integrated in

all major applications of Mail.RU Group.

iOS Developer, [Denivip Media](#), Moscow

March'12 - September'13

It was my first job as professional developer. Here I worked on several VOD/Live video services based on HLS and custom AVPlayers (NTV plus TV, RFPL, UEFA), with in-app purchases, push notifications, user authorization, offline access. I also worked on in-house startup project for realtime charts and drawing editor with team access for iPad.

[CoolConnections](#), Moscow

September'10 – March'12

In Coolconnections I managed all technical aspects of events held by company. Managed different cinema event's like Japanese, Brazilian, Korean, Hong-Kong film festivals in Moscow. Developed iOS application company's events main venue - 35mm cinema hall.

Projects

[Afisha Restaurants](#)

As single iOS developer I worked on Afisha Restaurants iOS app. Afisha is the leading internet and offline media resource about lifestyle (restaurants, cinema, theatre, museums, travelling), music and everything else happening in Moscow and other cities of Russia. Afisha Restaurants app is a mobile guide of best Moscow restaurants powered by Afisha restaurants data base, users and professional editors reviews. With backend developers I took part in defining service API. Also I've developed flexible app architecture that can be extended and customized to build new apps on top of it.

[NTV plus TV](#), [RFPL, UEFA Champions League, UEFA Europa League](#)

These projects involved a lot of work with networking, CoreData, AVFoundation, custom UI elements, in-app purchases.

Home projects

[35mm cinema hall app](#), [TheatreHD](#)

For these projects I developed not only clients, but also design and server API.

Currently I'm working on open-source iOS client for [Ghost](#) blogging platform that I use for my blog. You can checkout some parts on my [GitHub](#).

Skills

- Cocoa Touch (Foundation, UIKit, CoreGraphics, CoreAnimation, CoreData, Networking, AVFoundation, GCD, Objective-C Runtime)
- Objective-C, Swift
- Xcode Bots
- Git, CocoaPods, Carthage
- SOLID, design patterns
- 3'rd party libraries: Typhoon, AFNetworking, Mantle, EasyMapping, Protocol Buffers, etc.

Languages

- Russian - native
- English - fluent speaking, reading/writing technical documentation